```
public::VSImage
             Texture
        + texfilename
        + ismipmapped
        + data
        + name
        + stage
        + mintcoord
        + maxtcoord
        + original
        + bound
        + boundSizeX
        and 6 more...
        + FileNotFound()
        + checkold()
        + modold()
        + setold()
        + checkbad()
        + setbad()
        + InitTexture()
        + Bind()
        + Texture()
+ Texture()
        and 30 more...
        + Exists()
        + Exists()
        # Bind()
        # UnBind()
        # Transfer()
                Δ
        AnimatedTexture
    # numframes
    # timeperframe
     # active
     # nextactive
     # active_fraction
    # curtime
    # lastcurtime
    # lastrealtime
     # constframerate
     # done
     + setTime()
     + curTime()
     + numFrames()
     + framesPerSecond()
     + numLayers()
     + numPasses()
     + canMultiPass()
     + constFrameRate()
     + AnimatedTexture()
     + AnimatedTexture()
     and 30 more..
     + UpdateAllPhysics()
     + UpdateAllFrame()
     + CreateVideoTexture()
                Δ
           Animation
+ Animation()
+ Animation()
+ ~Animation()
+ Draw()
+ SetFaceCam()
+ SetInterpolate()
+ CalculateOrientation()
+ DrawNow()
+ DrawNoTransform()
and 6 more...
+ ProcessDrawQueue()
+ ProcessDrawQueue()
+ NeedsProcessDrawQueue()
+ ProcessFarDrawQueue()
+ NeedsProcessFarDrawQueue()
```